IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A system, comprising:

a 3-D enabled electronic programming guide (EPG) ~~containing~~ including a plurality

of virtual worlds, wherein said plurality of virtual worlds is presented to a user for selection;

and

a presentation engine enabling a user to choose one of the virtual worlds

according to a preference and displaying program guide information within the chosen

virtual world.

2.   (Original) The system of Claim 1 wherein software architecture of the system resides

in a set-top box, a television, or a VCR.

3.   (Original) The system of Claim 1 wherein the presentation engine has a plurality of

drivers, one of the drivers enabling the presentation engine to communicate with a television

system for replenishing programming information.

4.   (Original) The system of Claim 1 wherein a memory in the system contains a

plurality of objects, one class of objects providing the plurality of virtual worlds whose end

result is a view that a user gets.

5.   (Original) The system of Claim 4 wherein another class of objects contains a

pseudo-descriptive language describing schedule times, this class of objects having a channel

identification or title that can be converted into an actual channel number or program

identification.

6.   (Original) The system of Claim 5 wherein the class of objects containing the pseudo-

descriptive language includes localized aspects.

7.   (Original) The system of Claim 4 wherein another class of objects are non-EPG

objects including interaction objects used for e-commerce, one or more of the non-EPG

objects conflated with one or more virtual worlds.

8.   (Currently Amended) The system of Claim 1 wherein ~~there is a dynamic relationship~~

~~between the 2 content selected by the user and the selection of the~~ a virtual world is

automatically selected by presented by the presentation engine based on program content

selected by a user.

9.   (Currently Amended) The system of Claim [[I]] 1 wherein one of the virtual worlds

is displayed in a matrix of rectangular boxes.

10.   (Currently Amended) A method, comprising:

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providing a 3-D enabled electronic programming guide (EPG) comprising a plurality

of virtual worlds <u>wherein the plurality of virtual worlds is presented to a user for selection;</u>

and

providing a presentation engine enabling a user to choose one of the virtual worlds

<u>and displaying program guide information within the chosen virtual world</u>.

11. (Original) The method of Claim 10 further comprising the step of providing a

plurality of objects in a memory of the EPG.

12. (Original) The method of Claim 11 wherein the memory is stored in a set-top box, a

television system, or a VCR..

13. (Original) The method of Claim 11 wherein one class of objects provides the

plurality of virtual worlds whose end result is a view that a user gets.

14. (Original) The method of Claim 13 wherein the virtual worlds contain a plurality of

other objects, each object linked to an item to display.

15. (Currently Amended) The method of Claim 11 wherein one class of objects ~~contains~~

<u>comprises</u> a pseudo-[[2]] descriptive language describing schedule times, this class of objects

having a channel identification or title that can be converted into an actual channel number or

program identification.

16.   (Currently Amended) The method of Claim 15 wherein the class of objects ~~containing~~ comprising the pseudo-descriptive language includes localized aspects.

17.   (Original) The method of Claim 11 wherein one class of objects are non-EPG objects including interaction objects used for e-commerce, the non-EPG objects conflated with the plurality of virtual worlds.

18.   (Currently Amended) The method of Claim 10 further ~~providing for a dynamic relationship between the content selected by the user and the selection of the~~ comprising automatically selecting a virtual world based on user selections of program content.

19.   (Original) The method of Claim 10 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

20.   (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of [[2]] instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

    providing a plurality of objects in a memory of the EPG, one class of objects comprising one or more virtual worlds ~~whose end result is a view a user gets~~ for selection;

    providing a presentation engine with a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information; and

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providing ~~a plurality of~~ and displaying a virtual ~~worlds~~ world with program

information based on selection of said plurality of objects using the presentation engine.

21.   (Original) The machine-readable storage medium of Claim 20 wherein software

architecture of the system resides in a set-top box, a television, or a VCR.

22.   (Original) The machine-readable storage medium of Claim 20 wherein the

presentation engine has a plurality of drivers, one of the drivers enabling the presentation

engine to communicate with a television system for replenishing programming information.

23.   (Currently Amended) The machine-readable storage medium of Claim 20 wherein

another class of objects ~~contains~~ includes a pseudo-descriptive language describing schedule

times, this class of objects having a channel identification or title that can be converted into

an actual channel number or program identification.

24.   (Original) The machine-readable storage medium of Claim 23 wherein the class of

objects containing the pseudo-descriptive language includes localized aspects.

25.   (Original) The machine-readable storage medium of Claim 20 wherein another class

of objects are non-EPG objects including interaction objects used for e-commerce, the

non-EPG objects conflated with the plurality of virtual worlds.

26.   (Currently Amended) The machine-readable storage medium of Claim 20 wherein

~~there is a dynamic relationship between content selected by the user and the selection of~~ the

method further comprises automatically selecting a virtual world based on user selection of

program content.

27.   (Original) The machine-readable storage medium of Claim 20 wherein one of the

virtual worlds is displayed in a matrix of rectangular boxes.

28.   (Withdrawn) The machine-readable storage medium of Claim 20 wherein a user of

the system chooses a virtual world to display programming information.

29.   (Original) The machine-readable storage medium of Claim 20 wherein a programmer

chooses a virtual world to display programming information.

30.   (Original) The machine-readable storage medium of Claim 20 wherein a programmer

and a user choose a virtual world to display programming information.